

AMENDMENTS TO THE CLAIMS:

This listing of claims will replace all prior versions and listings of claims in the application:

1. (Currently Amended) A game device, comprising:

a processing means for performing a game which progresses, in chronological order, based on an ~~amount of the operation of a player from an operating means~~ by a player;

a ceasing means for temporarily ceasing a performance state of the game at a cease point according to the operation by the player; [and]

a recording means for, while the game is progressing, progressively recording a historical state of the performance of the game for a predetermined duration of time;

a reproducing means for reproducing the historical state of the performance of the game; and

a continuing means for, ~~when continuing the game after the game is ceased,~~ continuing ~~a game processing~~ the game performance after reproducing a the game has ceased, wherein the continuing processing occurs automatically after the historical state of the performance of the game from a resume point to the cease point is reproduced, and for automatically enabling operation by the player from the cease point ~~before the game was ceased.~~

2. (Currently Amended) A game device according to claim 1, wherein said continuing means starts to continue the processing of the game from the game ~~ceasing~~cease point.
3. (Currently Amended) A game device according to claim 2, wherein said continuing means reproduces the historical state of the performance of the game from a ~~position point~~ before a ~~game ceasing position~~ the cease point to the game ~~ceasing position~~ cease point.
4. (Currently Amended) A game device according to claim 2, wherein said continuing means reproduces the historical state of the performance of the game up to the game ~~ceasing~~cease point.
5. (Currently Amended) A game device according to one of claims 1 to 4, wherein a reproducing amount of the historical state of the performance of the game is controlled according to a processing state of the game at the time that the game is was ceased.
6. (Currently Amended) A game device according to claim 5, wherein the faster ~~the a~~ performing speed of the game, ~~the more previous position~~ the greater an interval of reproduction from the game ~~ceasing position~~cease point of the historical state of the performance of the game ~~is reproduced from~~.

7. (Currently Amended) A game device according to claim 4, wherein said continuing means reproduces the historical state of the performance of the game of a predetermined time before the game ~~ceasing~~cease point.

8. (Currently Amended) A game device according to one of claims 1 to 3, wherein said continuing means is structured ~~such that it can~~ to selectively display a count down while reproducing the game performance history until the game ~~continuing~~ cease point.

9. (Currently Amended) A game device according to one of claims 1 to 3, wherein said ceasing means performs the processing ~~such that~~ to end the game ~~becomes over~~.

10. (Originally Presented) A game device according to one of claims 1 to 3, wherein said ceasing means implements a pause of the game.

11. (Currently Amended) A game device according to claim 1 or 2, wherein said continuing means reproduces said historical state of the performance of the game on a condition that there is an input to continue the game within the predetermined time, and if there is no such input within the predetermined time, said continuing means ends the game ~~performance processing completely~~.

12. (Currently Amended) A game device according to claim 1 or 2 wherein said continuing means is structured to display ~~the a~~ game screen before reaching the ~~ceased-state~~ cease point of the game, while reproducing the historical state of the performance of the game.

13. (Currently Amended) A game device according to claim 12, wherein said continuing means is structured to inversely reproduce on ~~said~~ displaying means a virtual game screen in which the game ~~performance~~ processing results in a ~~ceased-state~~ the cease point, before starting to reproduce the historical state of the performance of the game.

14. (Originally Presented) A game device according to claim 2, wherein said continuing means is structured to make an operation input from the player to said processing means effective in the reproducing period of said historical state of the performance of the game.

15-16. (Cancelled)

17. (Currently Amended) A game device according to one of claims 1, 2, or 14 ~~to 16~~, wherein said continuing means is structured to control an input terminal of an input means so that the input terminal in said ~~operating~~ input means ~~becomes to obtain the~~ receives an

amount of the operation at the game ~~ceased-state~~ cease point, after said game historical state of the performance of the game results in said game ~~ceased-state~~ cease point.

18. (Currently Amended) A game device according to claim 2, wherein said continuing means is structured to make ~~said~~ an operation input effective after said historical state of the performance of the game results in the game ~~ceased-state~~ cease point.

19. (Currently Amended) A game device according to one of claims 1 or 2, wherein said continuing means is structured to display on ~~the~~ a displaying means ~~the~~ a time from ~~the~~ a beginning of reproducing the historical state of the performance of the game to said game ~~ceased-state~~ cease point.

20-21. (Cancelled)

22. (Currently Amended) A storing medium ~~wherein~~ storing a program for ~~making~~ causing a computer to implement the processing means, ceasing means and continuing means ~~described in~~ of claims 1 or 2 ~~is stored~~.

23. (Currently Amended) A program for ~~making the~~ causing a computer to implement the processing means, ceasing means and continuing means ~~described in~~ of claims 1 or 2.

24-26. (Cancelled)

27. (Currently Amended) A game device according to claims 1 or 2, comprising a means for reproducing by said an operating means ~~the~~ an operation input manner, which is given by said player to said operating means in ~~the~~ a period of ~~the~~ game performance history, while reproducing said historical state of the performance of the game.